675 Wildwood Avenue Rio Dell, CA 95562 (707) 764-3532



## Public Notice City of Rio Dell Planning Commission Notice of Public Hearing SPECIAL VIRTUAL MEETING

On **Tuesday, February 9, 2021 at 6:30 p.m.** or as soon thereafter as the mattes can be heard, the Rio Dell Planning Commission will hold a **SPECIAL VIRTUAL MEETING** to consider the projects listed below. If you have any questions regarding the proposed project, contact Kevin Caldwell, Community Development Director at (707) 764-3532.

## SPECIAL PUBLIC HEALTH EMERGENCY ALTERATIONS TO MEETING FORMAT CORONAVIRUS (COVID-19)

Due to the unprecedented public health threats posed by COVID-19 and the resultant need for social distancing, changes to the City Council and Planning Commission meeting format are required. Executive Order N-25-20 and N-29-20 from Governor Gavin Newsom allow for telephonic City Council and Planning Commission meetings eliminating in-person accessibility for City Council and Planning Commission meetings, provided that there are other means for the public to participate.

<u>Public Comment by Email:</u> In balancing the health risks associated with COVID-19 and need to conduct government in an open and transparent manner, public comment on agenda items can be submitted via email at <u>publiccomment@cityofriodell.ca.gov</u>. Please note the agenda item the comment is directed to (example: Public Comments for items not on the agenda) and email no later than one-hour prior to the start of the meeting. Your comments will be read out loud, for up to three minutes.

**Zoom Public Comment:** When the Chair announces the agenda item that you wish to comment on, call the toll-free conference line at 888-475-4499, enter Meeting ID 987 154 0944 and press star (\*) 9 on your phone – this will raise your hand. You will continue to hear the meeting on the call. When it is time for public comment on the item you wish to speak on, the Clerk will unmute your phone. You will hear a prompt that will indicate your phone is unmuted. Please state your name and begin your comment. You will have 3 minutes to comment.

**1.** <u>Project Description:</u> Cortazar Subdivision: An application for a modification to an approved subdivision of a 150+/- acre parcel into three (3) parcels of about 2.6 acres each and a

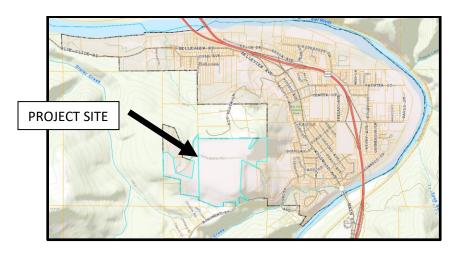
Reminder of 142+/- acres. <u>The proposed modification includes increasing the size of Parcel 3</u> from 2.6 acres to 16+/- acres and reducing the size of the Remainder from 142+/- acres to 128+/- acres. Parcel 3 is developed with a single-family residence. The parcels will be provided with community water and dependent on on-site septic systems.

<u>Project Location:</u> The project site is located on the Dinsmore Plateau, on property known as 625 Dinsmore Ranch Road.

<u>California Environmental Quality Act (CEQA):</u> The project is Statutorily Exempt pursuant to Section 15315 of the CEQA Guidelines, Title 14, Chapter 3 of the California Code of Regulations. Class 15 consists of the division of property in urbanized areas zoned for residential, commercial, or industrial use into four or fewer parcels when the division is in conformance with the General Plan and zoning, no variances or exceptions are required, all services and access to the proposed parcels to local standards are available, the parcel was not involved in a division of a larger parcel within the previous 2 years, and the parcel does not have an average slope greater than 20 percent.

Any person may present testimony in regard to the project during the hearing. If you challenge the nature of the proposed action in court, you may be limited to raising only those issues that you or someone else raised at the public hearing described in this notice, or in written correspondence delivered to the Planning Commission prior to or during the public hearing.

General questions regarding the project, the planning process, submission of materials and information not specific to this project may be obtained from the City, 675 Wildwood Avenue, Rio Dell, CA. 95562; telephone (707) 764-3532.



Vicinity Map